

LEGO ISLAND II Rough II Script / Transition 2**30 seconds****SCENE: After Rebuilding the Res-Q Center/ Transition to Rock Raiders island**

Once the Res-Q Center is rebuilt, the doors swing open and the camera zooms inside. A Res-Q team member is present sitting at the control panel with his back towards you. He is holding his arm and hand out in a 'talk-to-the-hand' gesture.

File	Type	Character	Line
	SFX Back ground VO	---	"Beep-beep-beep. Dash-Dash-Dash. Beep-beep-beep."
		Res-Q	"Just a second. We've got a problem."

He waves you over.. Camera moves forward

File	Type	Character	Line
	VO	Res-Q	"See that? Hear that? We've got a problem..."

Cut to monitor of control panel. Dials spinning, lights blinking and radio crackeling .

Cut to video display of static with broken images of RR's running in circles.

One image becomes crystal clear. The Brickster rises into the foreground on screen, he smurks and holds up a crystal!

File	Type	Character	Line
	VO	Brickster	"and it's crystal clear!"
		Res-Q	"The Brickster again! No wonder the power's low. He's taking the crystals."

15 seconds

Res Q guy hops up and starts running in circles with arms flailing.

File	Type	Character	Line
	VO	Res-Q	"He must be stopped. We need a hero ...a hero like..."

He stops in his tracks, turns, looks at you and points...

File	Type	Character	Line
	VO	Res-Q	"YOU."

20 seconds

Camera slowly points towards the window with a view of the speed boat and begins to move forward

File	Type	Character	Line
	VO	Res-Q	"To the boat! Hurry!"

Fast zoom to boat. Res-Q shouts from the distance as we switch view to on the boat.

File	Type	Character	Line
	VO	Res-Q	"Thanks! And nice to meet you!"

Boat starts up, leaps into action with a spray of water. Zooms ahead towards a tiny island in distance which grows bigger until we reach a series of rock tunnels. We move up, down and every direction possible until fade. Radio crackles on

File	Type	Character	Line
	VO only	RR	"(sputter) Danger! (crackle) Power (static) low (crackle) need crystals (sputter) Help. Over"

30 seconds

FADE TO GAME